```
┌─────────────────────────────┐
│      Radar::Display         │
├─────────────────────────────┤
│                             │
├─────────────────────────────┤
│ + ~Display()                │
│ + Draw()                    │
│ + OnDockEnd()               │
│ + OnJumpBegin()             │
│ + OnJumpEnd()               │
│ + OnPauseBegin()            │
│ + OnPauseEnd()              │
└─────────────────────────────┘
              △
              │
┌─────────────────────────────┐
│   Radar::DualDisplayBase    │
├─────────────────────────────┤
│ # leftRadar                 │
│ # rightRadar                │
│ # isPaused                  │
│ # randomEngine              │
│ # randomDistribution        │
│ # randomGenerator           │
├─────────────────────────────┤
│ + DualDisplayBase()         │
│ + OnPauseBegin()            │
│ + OnPauseEnd()              │
│ # Jitter()                  │
│ # Jitter()                  │
└─────────────────────────────┘
      △         △         △
```

Radar::BubbleDisplay

innerSphere
outerSphere
sphereZoom
radarTime
currentTargetMarkerSize
animation
lastAnimationTime
explodeSequence
implodeSequence

+ BubbleDisplay()
+ Draw()
+ OnDockEnd()
+ OnJumpBegin()
+ OnJumpEnd()
# DrawBackground()
# DrawTrack()
# DrawTargetMarker()
# Animate()
# PrepareAnimation()

Radar::PlaneDisplay

finalCameraAngle
currentCameraAngle
xrotation
yrotation
zrotation
groundPlane
radarTime
animation
lastAnimationTime
nothingSequence
bounceSequence
cosineSequence

+ PlaneDisplay()
+ Draw()
+ OnDockEnd()
+ OnJumpEnd()
# DrawGround()
# DrawNear()
# DrawDistant()
# DrawTrack()
# DrawTarget()
# DrawTargetMarker()
# Animate()
# PrepareAnimation()
# CalculateRotation()
# Projection()

Radar::SphereDisplay

innerSphere
radarTime

+ SphereDisplay()
+ Draw()
# DrawBackground()
# DrawTrack()
# DrawTargetMarker()